

Bally MIDWAY™

TAPPER™

OFFICIAL ARCADE GAME



COMMODORE 64™ CARTRIDGE

You are a frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas collecting your tips and occasionally guessing which cans of soda the Soda Bandit has shaken.

As if that's not enough work for one bartender, try covering two different bars with a different crazy crowd in each bar—there's the Old West Saloon and the Jock Bar.

Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink at the bar or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

USING YOUR CONTROLS

- 1.** Insert the game cartridge while the power is OFF.
- 2.** Turn the power ON and you'll see the menu screen. Select for 1 or 2 player game and joystick or keyboard control.
You have the option of choosing the difficulty level at which you wish to play. If you choose level B, (Beginner) the gameplay starts with five lives. At level A, (Arcade) the gameplay starts with 3 lives. Game level E, (Expert) starts with 3 lives and four fast-moving customers per bar.
To pause game, press shift lock. This will not pause Bonus Round but will pause game screens after bonus.
- 4.** Plug the joystick into joyport #2.
In a two-player game, both the players take turns on the same joystick. If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn.
- 5.** Use your joystick control to move your Bartender accordingly:
Up—Bartender moves up to next bar.
Left—Bartender moves left along bar.
Right—Bartender moves right along bar.
Down—Bartender moves down to next bar.
If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.

6. Push the #2 "Action Button" for the Bartender to fill the mugs.
You have to keep the Bartender in place while filling mugs.
The mugs will not go to customers unless they are full.
7. If you wish to play using keyboard rather than joystick control, use the following keys:

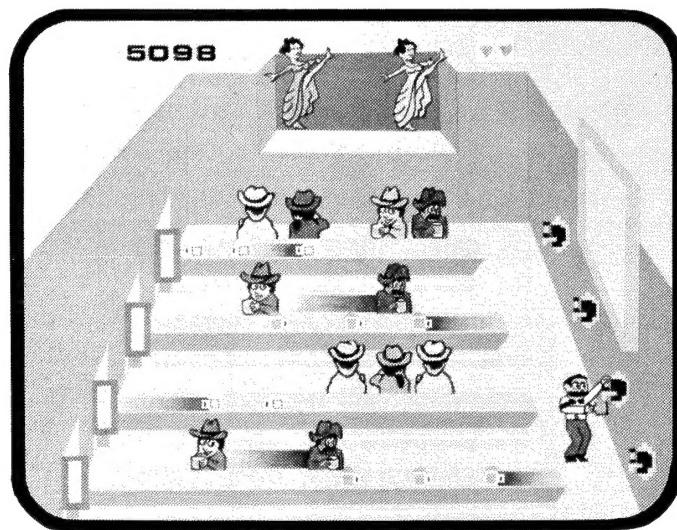
A — Up L — Left
Z — Down : — Right

The spacebar is used as the Action Button.

HOW TO PLAY

SCREEN AND GAMEPLAY

Tapper consists of three separate game screens. The Old West Saloon, the Jock Bar, and the Bonus Round which occurs between each of the two bar scenes (Western and Jock).

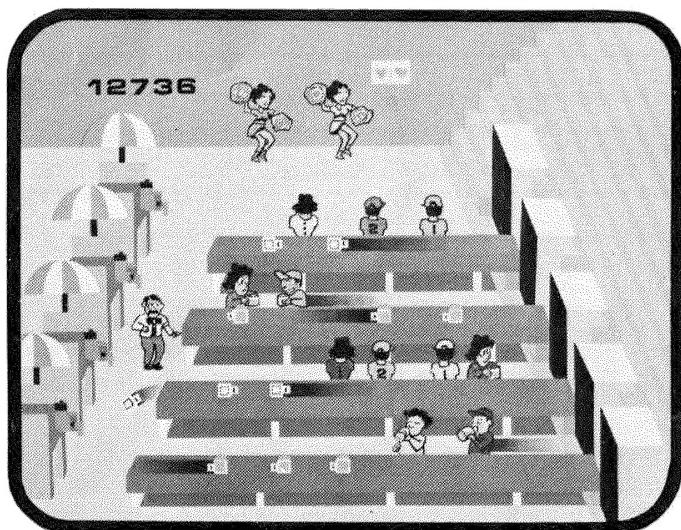


OLD WEST SALOON

The score for player 1 is displayed at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to nine hearts (one for each life) in the upper right corner of the gamescreen. Each time a player loses a life, one of the hearts is eliminated. Ten lives is the maximum you can accumulate. Nine hearts plus one player on screen.

If you are playing a two-player game, the score for player 2 appears at the upper left corner of the screen and that player's number of lives is displayed at the upper right of screen.

The score for player one is stored at the bottom of game screen and swaps back and forth for players.



JOCK BAR

BONUS ROUND

In the Bonus Round "Watch Closely" appears on the bottom left of screen. The Bartender waits at the side of the bar as the Soda Bandit appears.



SODA BANDIT

He'll shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customers will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor.

Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy/girl out of Door	50 points
Get Sportsperson out of Door	75 points
Catch an Empty Mug	100 points
Pick up Tip	1,500 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

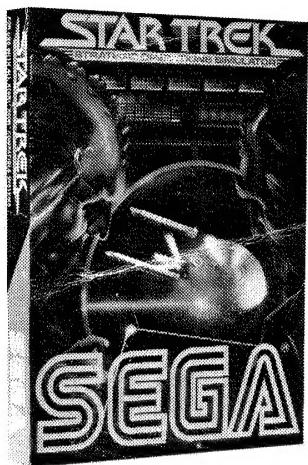
EARN EXTRA BARTENDERS

Beginner—earn extra Bartender lives every 10,000 points.

Arcade —earn one extra life after your first 20,000 points and another life for each additional 60,000 points.

Expert —earn extra lives in an Expert game the same as at the Arcade level except that you must either earn 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.

MORE GREAT ARCADE GAMES FOR THE HOME



**SEGA®
STAR TREK™
STRATEGIC OPERATIONS SIMULATOR**

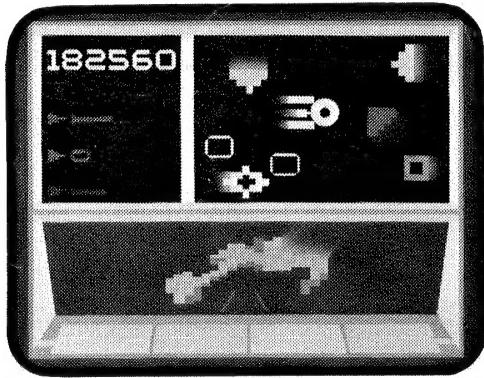
Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome

enemy...the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

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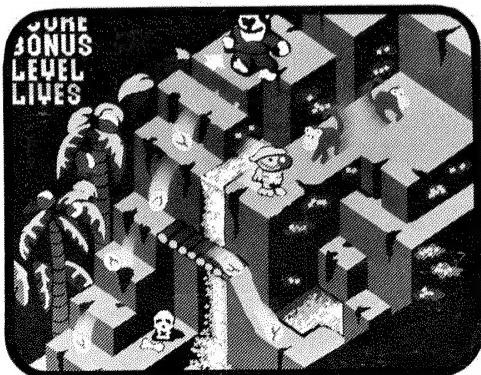


**SEGA®
Congo Bongo™**

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

OFFICIAL ARCADE VERSION



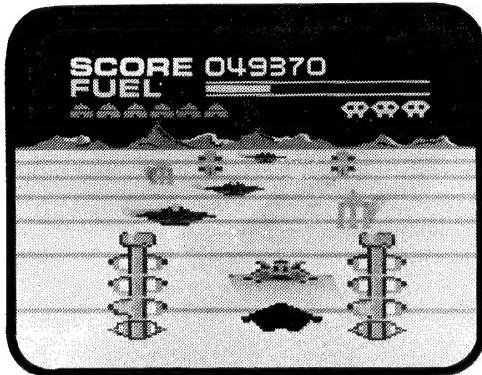
SEGA®

BUCK ROGERS™

PLANET OF ZOOM

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy...the MOTHER SHIP!



- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

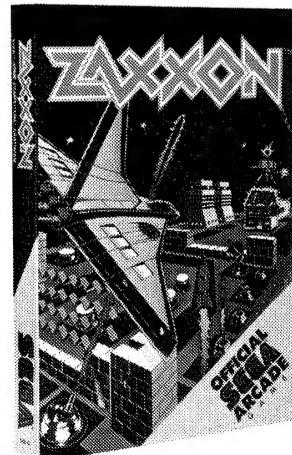
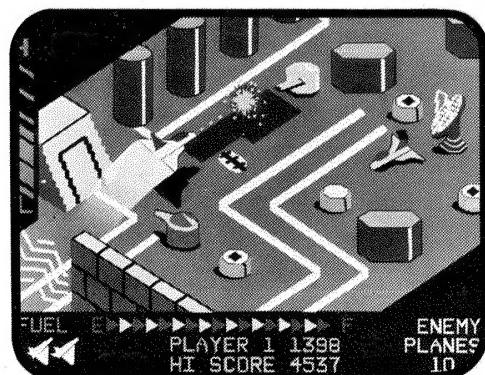
Now you can experience the thrills and challenges of cosmic combat like never before...after all who knows space better than Buck Rogers and who knows great games better than SEGA!

OFFICIAL ARCADE VERSION

SEGA®

ZAXXON™

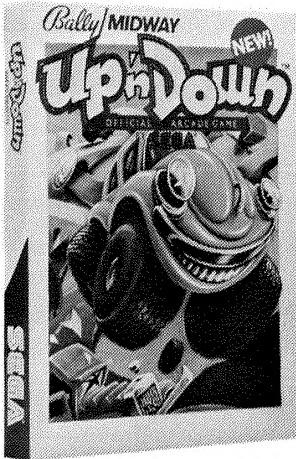
- THE OFFICIAL HOME COMPUTER VERSION OF SEGA'S CLASSIC ARCADE GAME
- UNIQUE COLOR GRAPHICS
- 3-DIMENSIONAL SCROLLING BATTLEFIELD COMPLETE WITH ENEMY AIRCRAFT, FUEL TANKS, ANTI-AIRCRAFT TANKS
- NERVE-RATTLING SOUND EFFECTS
- INCLUDES DEADLY ZAXXON ROBOT ENCOUNTER



ZAXXON thrusts you into the depths of outer space. Test your pilot skills as you strap into the command position. Prepare for an action-packed challenge of space survival.

Score points as you dive, climb, and swoop down to destroy the enemy's floating fortress. Dodge deadly laser barriers, enemy missiles, and rapid gunfire! Destroy enemy fuel tanks and your own supply is replenished. Survive the enemy's fighter fleet attack and face the ultimate challenge...the powerful, armored ZAXXON ROBOT.

Bally MIDWAY



Up'n Down™

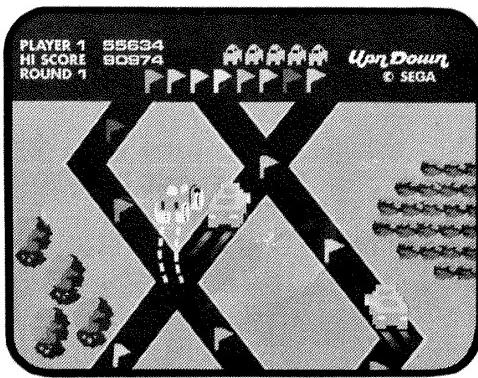
FUN IN THE FAST LANE

- The Official Home Version of the Bally/Midway Arcade Winner
- Multiple screens of Baja Road Race excitement
- High-speed challenges for one or two players
- Full-throttle color action-animated graphics

Drive your Baja Bugger over treacherous miles of deadly roads. Watch out!

The course is crawling with opponents who want to make this the last race you run. Beware of killer pick-up trucks, boulders, and swarms of other motoring menaces.

OFFICIAL ARCADE VERSION



Bally MIDWAY

SPY HUNTER™

SPY HUNTER... CONSIDERED ARMED AND EXTREMELY DANGEROUS.

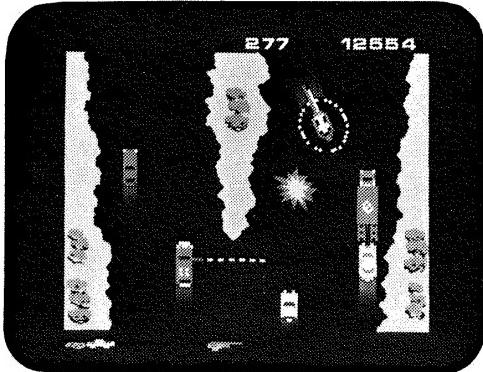
- The Official Home Version of Bally/Midway's Arcade Thriller
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil

slicks and smoke screens

- Five nerve-shattering spy-action screens
- Sophisticated spy-challenging graphics

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

OFFICIAL ARCADE VERSION



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